area. Press **Key Pad 2** to start the selection, use the selection keys to make your selection (shaded in red), and then press **Key Pad 2** to complete your selection. The selection menu will appear:

- Continue – Go back to the park editor.
- Copy – Make a copy of the selected area that's stored in the Clipboard category for later use.

  Note: If your park is low on memory, you may not be allowed to copy large sections.

- Cut – Remove the selected area and store it in the Clipboard for use in a different area.

Delete Pieces – Clear the selected area.

After making a selection and using the Copy or Cut function, use the selection keys to select the Clipboard category. Scroll to the left or right to view all your saved selections. You can then move the saved item around the park and use **Key Pad 2** to place it.

THE GAP TOOL

When a difficult jump or maneuver is done over a gap, extra points are earned. Tricking across gaps is the key to getting big scores. A gap can encompass nearly anything—a jump from one ramp to another, a transition across two quarterpipes far away from each other, grinding a long kinked rail or even manualing across a particularly tough table.

CREATING GAPS

Gaps always link two objects together. In the editor, use the Gap Tool to select the first piece involved in the gap. Then select the second piece to complete the gap. Each piece of the gap will now have a "gap poly" attached to it. The gap poly looks like a white, wireframe "wall" attached to the piece. In order to achieve a gap in the game, the player must jump through one gap poly and pass through the other side of the gap poly before landing. Put the Gap Tool over a piece with a gap attached to it to modify that piece's gap poly. **Key Pad 4** and **Key Pad 6** rotate the gap poly to a different side of the piece. **Key Pad 7** and **Key Pad 9** modify the dimensions of the currently selected gap. Press **Key Pad 2** to access that gap's Gap menu.

GAP MENU OPTIONS

- **Name Gap** – The text that appears onscreen when a player gets the gap.
- **Set Gap Score** – How many points the gap is worth.
- **Set Gap Type** – You can restrict how a gap can be achieved by setting one of these options. This is useful for setting up advanced created gap goals. You can establish gaps, for example, that the player can only get using a car or when in Walk Mode.

  Tip: You can always get back to the Gap Menu by placing the Gap Tool over a piece shaded blue and pressing **Enter**.

You can erase a gap by placing the Gap Tool over a piece involved in the gap and pressing **Key Pad 8**. This will remove both sides of the gap.

Note: Gaps cannot be attached directly to rails created with the Rail Tool. Instead, they should be attached to pieces underneath the rails.

THE RAIL TOOL

Tony Hawk's Underground 2's new freeform rail tool allows you to make complex layouts that go up and over any piece in your park. The Rail Tool allows you to "draw" rails any way you like. When you first highlight the Rail Tool, you'll be in Free Movement Mode. Use the selection keys to move the cursor around your park. Use **Key Pad 7** and **Key Pad 9** to raise and lower the cursor. The Camera Control keys control the camera. Pressing **Key Pad 4** or **Key Pad 6** will "snap" the rail cursor to the nearest existing rail or to the nearest point on an object. Press **Key Pad 2** to put down a post and start making a rail. As you move the cursor around, you'll see a rail link connecting your initial point to the cursor. Keep pressing **Key Pad 2** to put down rail links. Press **Key Pad 8** when you're finished with a rail and the cursor will return to free movement.

EDITING EXISTING RAILS

The freeform rail tool can also be used to edit existing rails. Move the cursor over a rail or rail link until it starts blinking. Press **Key Pad 8** to delete the blinking sections. Press **Key Pad 4** or **Key Pad 6** to "grab" the nearest rail point. Once grabbed, the rail point can be dragged in any direction, raised or lowered. Press **Key Pad 2** to place the rail in the new position and return to free movement.